City Painter 150

ORDERCODE 40901

SHOWELECTRONICS FOR PROFESSIONALS

Congratulations!
You have bought a great, innovative product from Showtec.
The Showtec City Painter 150 brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated DMX show, this product provides the effect you need.

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We design and manufacture professional light equipment for the entertainment industry.
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So next time, turn to Showtec for more great lighting equipment.
Always get the best -- with Showtec !

Thank you!

Showtec City Painter 150™ Product Guide

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WARNING

CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

SAFETY INSTRUCTIONS

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual

CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!

Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never run the device without lamp!
- Never ignite the lamp if the objective-lens or any housing-cover is open, as discharge lamps may expose and emit a high ultraviolet radiation, which may cause burns.
- Never lift the fixture by holding it at the projector-head, as the mechanics may be damaged. Always hold the fixture at the transport handles.
- Never look directly into the light source.
- Never leave any cables lying around.
- Never unscrew the screws of the rotating gobo, as the ball bearing will otherwise be opened.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the lamp's life.
- If the lamp has been turned OFF, let the lamp cool down for 15 minutes, before turning the lamp ON again.
- Do not touch the device's housing bare-handed during its operation (housing becomes very hot).
- Do not shake the device. Avoid brute force when installing or operating the device.

- Only use device indoor, avoid contact with water or other liquids.
- Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always replace the lamp, when it is damaged or deformed due to the heat.
- Always keep case closed while operating.
- Always allow free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used, before cleaning or when replacing lamp! Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the device and the power-cord from time to time.
- If the lens is obviously damaged, it has to be replaced. So that its functions are not impaired, due to cracks or deep scratches.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. City Painter must be installed out of the reach of children. Never leave the unit running unattended.
- For replacement use lamps and fuses of same type and rating only.
- Allow time to cool down, before replacing lamp.
- The user is responsible for correct positioning and operating of the City Painter. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.

CAUTION ! EYEDAMAGES !.
Avoid looking directly into the light source.
(meant especially for epileptics) !

OPERATING DETERMINATIONS

This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.

The minimum distance between light-output and the illuminated surface must be more than 1.5 meter.

The maximum ambient temperature t_a = 45°C must never be exceeded.

The relative humidity must not exceed 50 % with an ambient temperature of 45° C.

If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.

Any other operation may lead to dangers like short-circuit, burns, electric shock, lamp explosion, crash etc. You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !

Connection with the mains

Connect the device to the mains with the power-plug.
Always pay attention, that the right color cable is connected to the right place.

Cable	**Pin**	**International**
BROWN	FASE	L
BLUE	NUL	N
YELLOW/GREEN	EARTH	

Make sure that the device is always connected properly to the earth!

Description of the device

Features

The Showtec City Painter 150 is a colourchanger with high output and great effects.
• DMX-control via standard DMX-controller
• 6 DMX-control channels required
• IP-65 Protection degree
• Stand-alone control or Master–Slave control
• Dimmer
• Color Temp 4200 Kº
• Lamp HCI/CDM 150

Note: If the lamp has been turned OFF, let the lamp cool down for 15 minutes, before turning the lamp ON again.

Overview

Fig. 1

1) Lens
2) Adjustment Screw for inclination angle

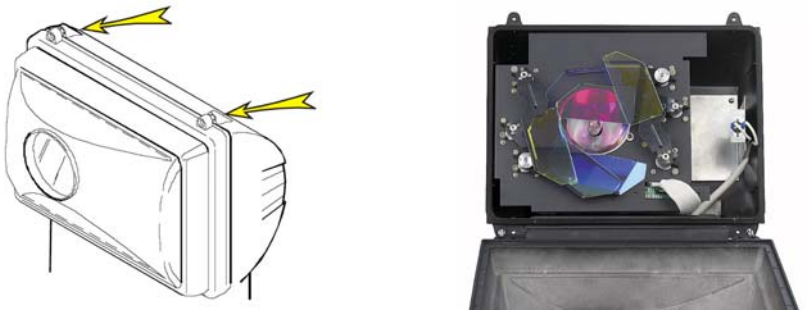
Installation

Installing the Lamp

The Showtec City Painter 150 uses the CDM 150 (ordercode 80964 / 80965) bulb as manufactured by all popular manufacturers. Use only the appropriate lamp for your unit.
Note that, product versions that use other lamps, may be offered in the future. Check your product specification label for information.
Always disconnect from electric mains power supply before changing lamps.
The lamp has to be replaced when it is damaged or deformed due to the heat.
Do not install lamps with a higher wattage! Lamps with a higher wattage generate temperatures the device was not designed for.
Damages caused by non-observance are not subject to warranty.

Procedure :

1. Loosen the 4 screws on the aluminum housing. Gently remove the metal housing.
2. Draw the mirrors (total of 6 mirrors in 3 layers) to the two sides carefully, and then you can see the lamp, use a screwdriver to tweak the 2 screws which fixed in the glisten cup and take it out vertically.
3. Take out the old lamp vertically.
4. Read lamp instructions. Do not touch the lamp bulb glass. (See Figure 2 and 3.)
Oil on hands shortens the lamp life. (If you touch the bulb glass, wipe off the glass with a clean, lint-free towel and rubbing alcohol.).
5. Insert the lamp pins into the small holes in the lamp socket. Put the glisten cup back and fasten the screws snugly.
6. Put the metal housing back and fasten the screws snugly.



1 **2** **Fig. 2**

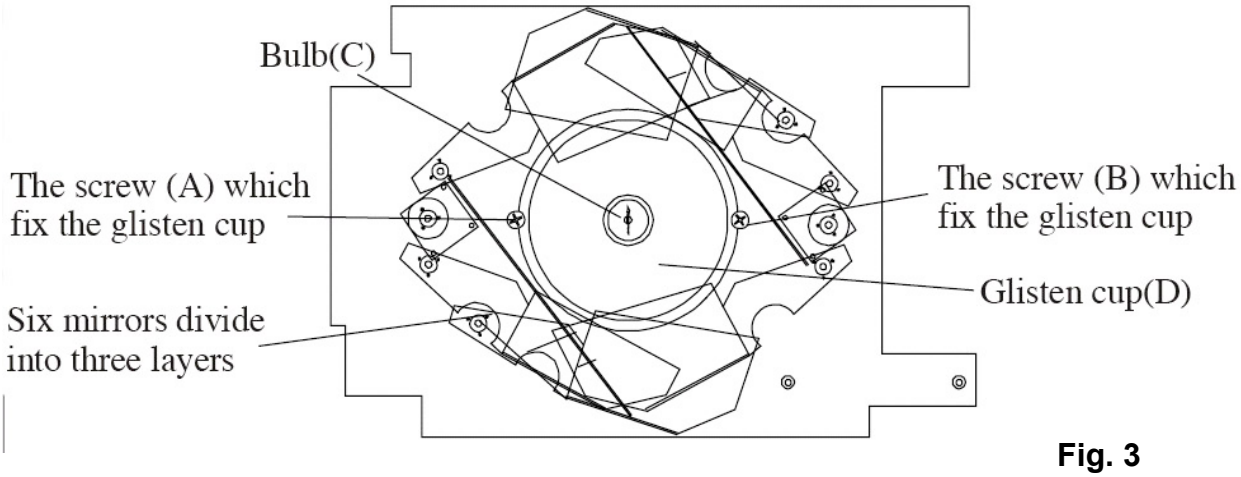

Bulb(C)
The screw (A) which fix the glisten cup
Six mirrors divide into three layers
The screw (B) which fix the glisten cup
Glisten cup(D)

Fig. 3

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode.
Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

One City Painter

1. Leave at least 1 meter on all sides for air circulation.
2. Plug one end of the electric mains power cord into the IEC socket on the unit.
Then plug the other end of the cord into a proper electric power supply socket.

Multiple City painters

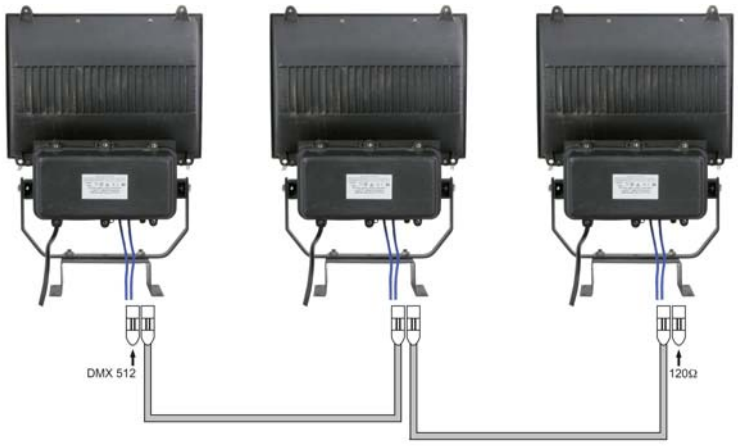
1. Leave at least 1 meter on all sides for air circulation.
2. Use a 3-p XLR cable to connect the City Painters and other devices.
The pins:

1. Earth
2. Signal -
3. Signal +

3. Link the units as shown in (figure 4), Connect a DMX signal cable from the first unit's DMX "out" socket to the second unit's "in" socket. Repeat this process to link the second, third, and fourth units.
4. Supply electric power: Plug electric mains power cords into each unit's IEC socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.
Note: It's necessary to insert a XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.

Multiple City Painters Set Up

DMX-Set up



Master/Slave Set up

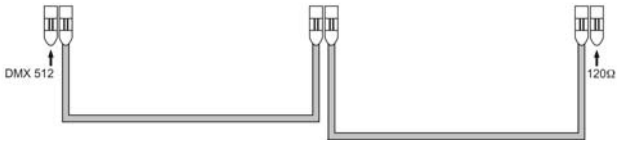


Fig. 4

Note : Link all cables before connecting electric power

Line Board

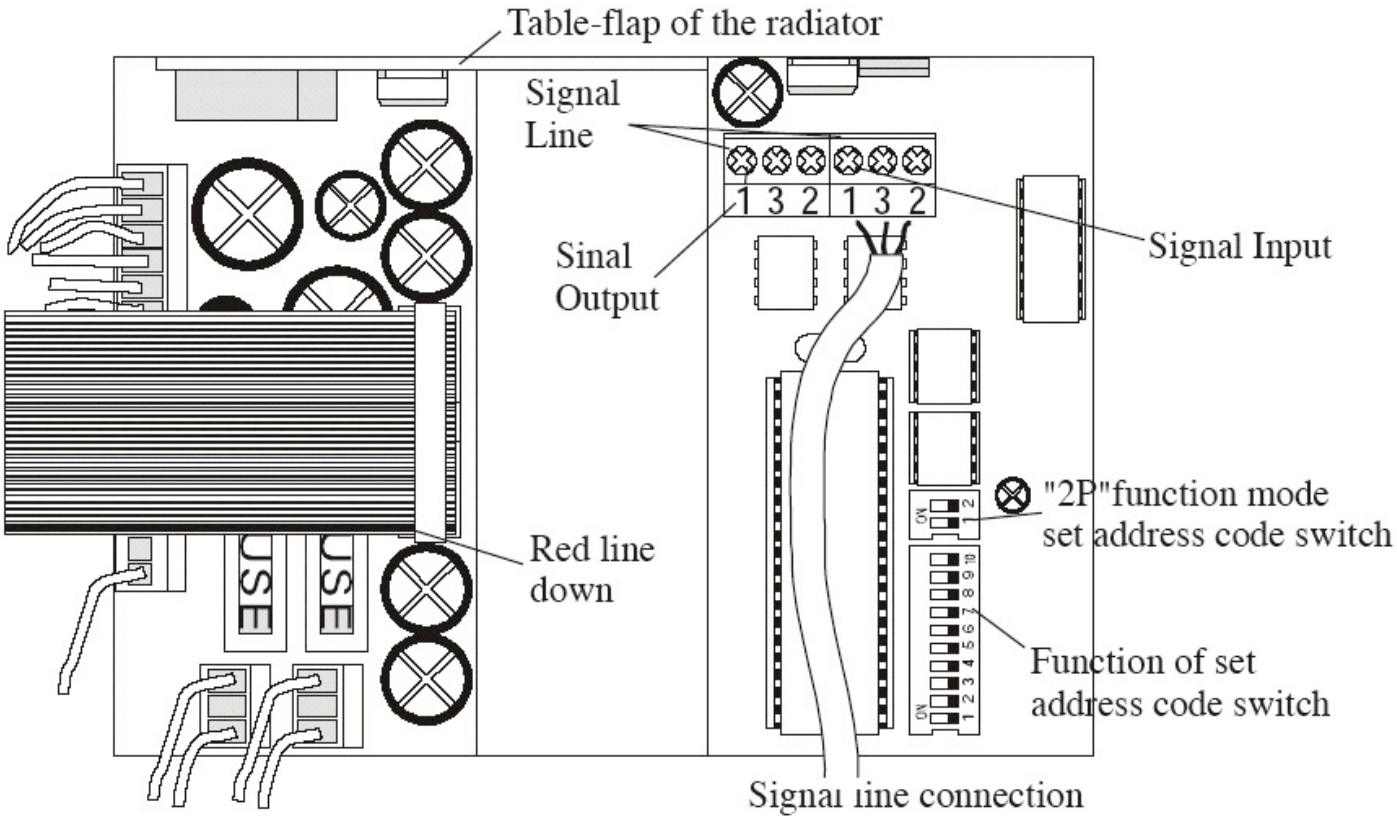


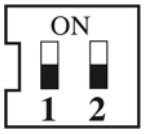
Table-flap of the radiator
Signal
Line
1 3 2 1 3 2
Signal Input
Sinal
Output
"2P"function mode
set address code switch
Red line
down
Function of set
address code switch
Signal line connection

DMX Protocol

The City Painter 150 can be operated with a controller in **control mode** or without the controller in **stand-alone mode.**

Control Mode

DMX 512 Mode
When you want to use DMX mode set the “2P” dip switch 1 to “OFF” and 2 to “OFF”, as below:



DMX Addressing
The control panel on the front side of the base allows you to assign the DMX fixture address, which is the first channel from which the City Painter will respond to the controller.
Please note when you use the controller, the unit has **6** channels.
When using multiple City Painters, make sure you set the DMX addresses right.
Therefore, the DMX address of the first City Painter should be **1(001)**; the DMX address of the second City Painter should be **1+6=7 (007**); the DMX address of the third City Painter should be **7+6=13(013)**, the DMX address of the fourth City Painter should be **13+6=19(019)**, etc.

Unit No.	Address	Binary	Dip Switch Setting
Unit 1	1	0000000000	
Unit 2	7	0000000111	
Unit 3	13	0000001101	
Unit 4	19	0000010011	

Please, be sure that you don’t have any overlapping channels in order to control each City Painter correctly.
If two or more City Painters are addressed similarly, they will work similarly.
For address settings, please refer to the instructions under ”DMX 512 Mode”.

Controlling:
After having addressed all City Painter fixtures, you may now start operating these via your lighting controller.
Note: After switching on, and switching both “2P” Dip switches to OFF, the City Painter will work with DMX 512 data.
If the device doesn’t work with DMX, the problem may be:
- The XLR cable from the controller is not connected with the input of the City Painter.
- The controller is switched off or defective, the cable or connector is detective, or the signal wires are swapped in the input connector.

Note: It’s necessary to insert a XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.

DMX Channels

Channel 1 – Speed

0-255	From slow to fast to control the changing speed of the three colors

Channel 2 – Yellow

0-255	Change the color from bright to dark Yellow.

Channel 3 – Aubergine

0-255	Change the color from bright to dark Aubergine.

Channel 4 – Blue

0-255	Change the color from bright to dark Blue.

Channel 5 – Macro Colourwheel + Rainbow

Linear color change following the movement of the slider.

0-25	Open / white
26-50	Yellow
51-76	Aubergine
77-102	Blue
103-128	Red
129-154	Green
155-180	Deep Blue
181-206	Aubergine→Deep Blue→Blue→Green→White→Yellow→Red (approx 30 sec/time)
207-232	Aubergine→Deep Blue→Blue→Green→White→Yellow→Red (approx 20 sec/time)
233-255	Aubergine→Deep Blue→Blue→Green→White→Yellow→Red (approx 10 sec/time)

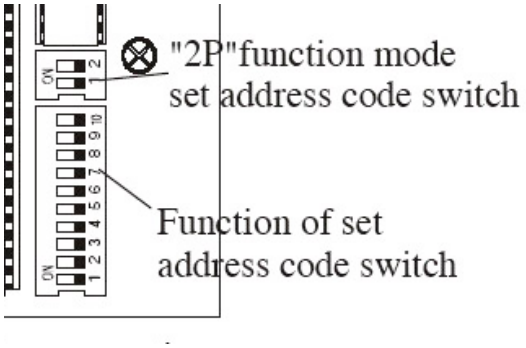
Channel 6 – Stop Macrowheel

0-255	Keeping the current color

DMX Dip Switch Setting

Code	Add. No.	Binary No.	Methods of Add code of Binary
0	0	0000000000	
1	1	0000000001	
2	2	0000000010	
3	3	0000000011	
4	4	0000000100	
5	5	0000000101	
6	6	0000000110	
7	7	0000000111	
8	8	0000001000	
9	9	0000001001	
10	10	0000001010	
11	11	0000001011	
12	12	0000001100	
13	13	0000001101	
14	14	0000001110	
15	15	0000001111	
16	16	0000010000	
17	17	0000010001	
18	18	0000010010	
19	19	0000010011	
20	20	0000010100	
21	21	0000010101	
22	22	0000010110	
23	23	0000010111	
24	24	0000011000	
25	25	0000011001	
26	26	0000011010	
27	27	0000011011	
28	28	0000011100	

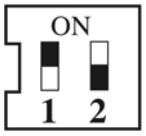
“2P” Function Mode switches and Address Dip switches



Stand-alone Mode

The fixtures on a data-link are not connected to the controller, but can execute pre-set programs, which can be different for every fixture. To set the program to be played, see the page 14.

When you want to use stand-alone mode set the “2P” dip switch 1 to “ON” and 2 to “OFF”, as below:

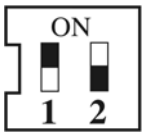


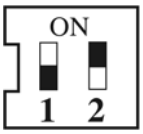
Stand-alone operation” can be applied to a single fixture (the fixture may be set to the master/slave mode or controller mode) or to multiple fixture operating synchronously.

Master / Slave Mode

For synchronous operation of multiple fixtures the fixtures must all be connected on a data-link and one of them is set as a master (master mode DIP switch 1 ON) and the rest as slaves (slave mode DIP switch 1 OFF). The DMX address of all the slaves are assigned and on that particular slave address only one fixture can be connected.

Master **Slave**





If the master fixture resets or runs a test (program), all slaves will execute these acts too.

Note: Disconnect the fixtures from the DMX controller before master/slave operating, otherwise data collisions can occur and the fixtures will not work properly!

It’s necessary to insert the XLR termination plug (with 120 Ohm) into the input of the master fixture and into the output of the last slave fixture in the data-link, in order to ensure proper transmission on the data link.

From the master’s control panel it is possible to control any slave in a master/slave chain.

Stand Alone - Colors

Address codes	Function
Code 0	Open / white
Code 1	Blue
Code 2	Light Blue
Code 3	Rose Red
Code 4	Yellow
Code 5	Deep Orchid
Code 6	Straw Yellow
Code 7	Green
Code 8	Red
Code 9	Light Yellow
Code 10	Aubergine
Code 11	Aubergine→Deep Blue→Blue→Green→White→Yellow→Red (approx 30 sec/time)
Code 12	Aubergine→Deep Blue→Blue→Green→White→Yellow→Red (approx 20 sec/time)
Code 13	Aubergine→Deep Blue→Blue→Green→White→Yellow→Red (approx 10 sec/time)
Code 14	Aubergine→Deep Blue→Blue→Green→Yellow→Red (approx 30 sec/time)
Code 15	Aubergine→Deep Blue→Blue→Green→Yellow→Red (approx 20 sec/time)
Code 16	Aubergine→Deep Blue→Blue→Green→Yellow→Red (approx 10 sec/time)
Code 17	Aubergine→Blue→Yellow (approx 30 sec/time)
Code 18	Aubergine→Blue→Yellow (approx 20 sec/time)
Code 19	Aubergine→Blue→Yellow (approx 10 sec/time)
Code 20	Aubergine→Blue→White→Yellow (approx 30 sec/time)
Code 21	Aubergine→Blue→White→Yellow (approx 20 sec/time)
Code 22	Aubergine→Blue→White→Yellow (approx 10 sec/time)
Code 23	Aubergine→Yellow→Red (approx 30 sec/time)
Code 24	Aubergine→White→Yellow→Red (approx 30 sec/time)
Code 25	Green→Blue→Yellow (approx 30 sec/time)
Code 26	Green→Blue→White→Yellow (approx 30 sec/time)
Code 27	Aubergine→Deep Blue→Blue (approx 30 sec/time)
Code 28	Aubergine→Deep Blue→Blue→White (approx 30 sec/time)

Maintenance

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by an expert after every four years in the course of an acceptance test.
The operator has to make sure that safety-relating and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:
1. All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
2. There may not be any deformations on housings, fixations and installation spots.
3. Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
4. The electric power supply cables must not show any damages or material fatigue.

The Showtec City Painter 150 requires almost no maintenance. However, you should keep the unit clean. Otherwise, the fixture's light-output will be significantly reduced. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Wipe lens clean with glass cleaner and a soft cloth. Do not use alcohol or solvents.
The cooling-fans, colour-filters, and the internal lenses should be cleaned monthly with a soft brush. Please clean internal components once a year with a light brush and vacuum cleaner.
Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Changing the Lamp
1. Loosen the 4 screws on the aluminum housing. Gently remove the metal housing.
2. Draw the mirrors (total of 6 mirrors in 3 layers) to the two sides carefully, and then you can see the lamp, use a screwdriver to tweak the 2 screws which fixed in the glisten cup and take it out vertically.
3. Take out the old lamp vertically.
4. Follow directions for installing a new lamp, page 7.

Replacing a Fuse
Power surges, short-circuit or inappropriate electrical power supply may cause a fuse to burn out. If the fuse burns out, the product will not function whatsoever. If this happens, follow the directions below to do so.
1. Unplug the unit from electric power source.
2. Insert a flat-head screwdriver into a slot in the fuse cover. Gently pry up the fuse cover. The fuse will come out.
3. Remove the used fuse. If brown or unclear, it is burned out.
4. Insert the replacement fuse into the holder where the old fuse was. Reinsert the fuse cover. Be sure to use a fuse of the same type and specification. See the product specification label for details.

Troubleshooting

No Light

This troubleshooting guide is meant to help solve simple problems. If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

If the light effect does not operate properly, refer servicing to a technician.

Response: Suspect three potential problem areas: the power supply, the lamp, the fuse.

1. Power supply. Check that the unit is plugged into an appropriate power supply.

2. The lamp. Replace the old lamp with a new one with the same specifications. See page 7 for replacing lamps.

3. The fuse. Replace the fuse. See page 15 for replacing the fuse.

No Response to DMX

Response: Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

1. Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.

2. Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products ? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.

See next page for more problem solving.

Problem	Probable cause(s)	Remedy
One or more fixtures are completely dead.	No power to the fixture	·Check that power is switched on and cables are plugged in.
	Primary fuse blown.	·Replace fuse.
Fixtures reset correctly, but all respond erratically or not at all to the controller.	The controller is not connected.	·Connect controller.
	3-pin XLR Out of the controller does not match XLR Out of the first fixture on the link (i.e. signal is reversed).	·Install a phase reversing cable between the controller and the first fixture on the link.
Fixtures reset correctly, but some respond erratically or not at all to the controller.	Poor data quality	·Check data quality. If much lower than 100 percent, the problem may be a bad data link connection, poor quality or broken cables, missing termination plug, or a defective fixture disturbing the link.
	Bad data link connection	·Inspect connections and cables. Correct poor connections. Repair or replace damaged cables.
	Data link not terminated with 120 Ohm termination plug.	·Insert termination plug in output jack of the last fixture on the link.
	Incorrect addressing of the fixtures.	·Check address setting.
	One of the fixtures is defective and disturbs data transmission on the link.	·Bypass one fixture at a time until normal operation is regained: unplug both connectors and connect them directly together. ·Have the defective fixture serviced by a qualified technician.
	3-pin XLR Out on the fixtures does not match (pins 2 and 3 reversed).	·Install a phase-reversing cable between the fixtures or swap pin 2 and 3 in the fixture, that behaves erratically.
No light	The power supply settings do not match local AC voltage and frequency.	·Disconnect fixture. Check settings (page 7) and correct if necessary.
	Lamp missing or blown	·Disconnect fixture and replace lamp.
Lamp cuts out intermittently.	Fixture is too hot.	·Allow fixture to cool. ·Clean fan. ·Make sure air vents at control panel and front lens are not blocked. ·Turn up the air conditioning.
	The power supply settings do not match local AC voltage and frequency.	·Disconnect fixture. Check settings (page 7) and correct if necessary.

Product Specification

Model: Showtec City Painter 150
Voltage: 240V-50Hz (CE)
Power: 250W
Dimensions: 410 x 210 x 515mm (LxWxH) incl. Handles
Weight: 15,22 kg

Operation and Programming
Signal pin OUT: pin 1 earth, pin 2 (-), pin 3 (+)
Set Up and Addressing: DIP Switches
DMX Channels: 6
Signal input 3-pin XLR male
Signal output 3-pin XLR female

Lamp
Allowed lamp models*:
Showtec HCI/CDM 150 (9000 hr; 3300K) (ordercode 80965)
Showtec HCI/CDM 150 (9000 hr; 4000K) (ordercode 80964)

Electro-mechanical effects
DMX-control via standard DMX-controller
Color effect: 3 Colors (Red, Yellow, Blue) + white, CYM Color changing step
Stand-alone
Master / Slave
Dmx-controlled
Color Temp: 4200 Kº
Luminous Flux: 12700 Lumen

Minimum distance:
Minimum distance from flammable surfaces: 0.5m
Minimum distance to lighted object: 1.5m

*: Versions for other lamps may be produced. Please check the specification label on your product.

Design and product specifications are subject to change without prior notice.

CE

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